phangazine

summer edition
2025

Happy summer vacation from us here at Phangazine!

Although we're in a season that is ideally supposed to be relaxing and rejuvenating, the reality of this world right now often shows us quite the opposite. Summer has been marked with a mix of immense hardships and glimmers of hope. We just celebrated Pride month, and this issue comes out during Disability Pride month, both where people around the world are continuing to celebrate and carry on despite a scaling back of rights and comfort for all sorts of marginalized communities.

This issue comes at a unique time in American, world, and phannie history. While things continue to feel difficult and confusing in each of those spheres (with much overlap between them), it is more important than ever for us to keep an eye out for one another, keep each other safe, and keep those above us accountable. We are always safer when looking out for each other. Take some time after reading to check in on those in your community!

Phangazine has two versions: English and Spanish, and both are on our website now! These are much smaller issues than our first year, and as we adjust to these changes we want to hear feedback from you on how we're doing and what we can do better. Please utilize our feedback form, linked at the very bottom of our website, and tell us what you think! Phangazine has always been a community-based and community-run zine, so your voice matters! Please fill out the form on our website, and questions will be answered on Twitter and Tumblr (@phangazine) for everyone to see.

The staff is always thankful for every reader or contributor for your support, and massive thank yous to all the artists, writers, graphic designers, and translators that make every issue you read possible! If this issue gets your creative Dan and Phil juices flowing, see how you can submit for our fall issue in our finishing thoughts at the end of the issue!

We hope you enjoy the new and improved issue!

- Phangazine Staff

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Ryan (@n0tkingryan)
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finally

by Adonis (@saultransman)

the train was mostly empty, but dan breathed like it was packed to the brim. deep inhales through the nose, shaky exhales pushing past his parted lips.

he saw his reflection in the smudged window, trying to trace his stressed features with his eyes so he could try to relax the muscles that tensed without his permission. his mind was racing and he desperately wished his body didn't mirror that anxiety.

he fiddled with his phone in his lap, flipping it over in his hands. the screen was cold against his knuckles.

what would phil think of him? what would it be like in person, without the distance between them?

dan didn't like the situation’s improbability all of a sudden, though he had booked the tickets weeks in advance. it felt so much easier when phil had texted him on a whim, when it felt out of reach and more like a dream.

dan could tell the train was beginning to stop, and the other passengers around him started shuffling with their bags. his breath was still ragged, and he wondered if phil was already there, waiting. part of him wondered if phil had randomly given up on dan.

the train lurched to a complete stop, evident by dan's head slamming back against the headrest and the family behind him shuffling and murmuring to themselves.

heads bobbed in front of him, walking out of the sliding glass-paneled doors in warbling crowds into the equally crowded station.

what if he couldn't find him in the masses of people? what if he wasn't funny enough or interesting enough? what if this was all for nothing, and he was wasting his time?

what if he wasn't there?

his feet shuffled down the steps outside of the door, scuffing against the rough concrete lined in yellow stripes pointing him in the direction of the exit. he forgot for a moment why he was there in the first place, simply wandering around an unfamiliar place with no goal other than being able to pace while being absorbed in his thoughts.

"dan?"

he flinched back into the present, looking around for the person that was trying to get his attention. the voice was familiar, even in the haze of his fear. his eyes searched the mass of blurred faces until he found the one he had traveled all this way to see.

before dan could say his name back, phil had his arms wrapped around dan's neck in an embrace.

SOUND BARRIER

bad for business - sabrina carpenter

the very first night (taylor's version) - taylor swift

way i'd like - soklo

prison song - system of a down

nice try - dev lemons

UFO (dorian electra and count baldor remix) - fsve

one more weekend - maude latour

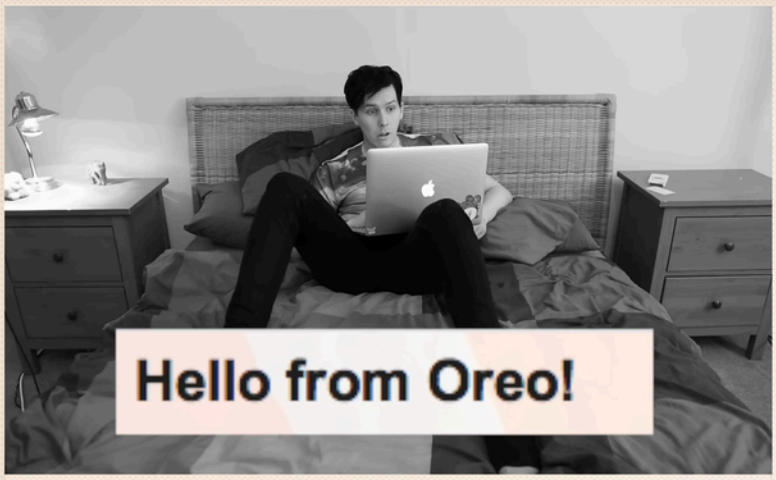
strawberry blonde - chloe moriondo

body - ve'ondre

stop playing with me - tyler, the creator

PHISTORY LESSON!

A glimpse into the archives...By Sol Alvarez



Dan and Phil LICK RACE

AmazingPhil · 173 videos

Subscribe 1,823,402

301+ views

8,393 10

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Published on Jun 16, 2014

Dan and I settle our differences with a lick race! LET THE TONGUING BEGIN!
This is a paid for advertisement.
Subscribe here! http://www.youtube.com/subscription_c...

Dan's Channel: http://www.youtube.com/danisnotonfire

Check out the Oreo site for more licking action! http://bit.ly/1krf806

Follow me on twitter! http://www.twitter.com/amazingphil
Facebook: http://www.facebook.com/amazingphil
Tumblr: http://www.amazingphil.tumblr.com

Thanks to Oreo for making this video possible!
Draw Phil Naked by: Maria :D

lick

Category Comedy
License Standard YouTube License

June 2014...

This video was BANNED from YouTube.

Dan and Phil LICK RACE was a typical upload of its time - a snappy, five minute video, where Dan and Phil participated in a funny "challenge." In it, they competed to see who could lick an Oreo cookie clean the fastest. Dan won, and as his prize, he got to scribble on Phil's face with Sharpies.

But when a journalist for the BBC complained that it was unclear whether their video was an ad, the Advertising Standards Authority took notice. In late 2014, they reviewed Dan and Phil's video, along with four other videos from different YouTubers. They agreed that they should have made their commercial intent more obvious.

The blame was mostly on Oreo's parent company Melendez. But that didn't stop the ASA from calling for the videos to be taken off of the platform, and never be shown again in their original forms.

For over ten years, *Dan and Phil LICK RACE* was only viewable through archives and reuploads. However, as of writing this article, the video's privacy settings have been changed to unlisted. It's unclear exactly when or why this change has taken place. ✲

Sources: ASA.org, Buzzfeed, Campaign UK, The Guardian

PHUN PHACTS!

✲ Dan and Phil weren't alone in this! KickThePJ, TomSka, and Emma Blackery also had their Oreo ad videos taken down

✲ The typical "#AD" disclaimer from online creators stems from this incident!

✲ Ironically, Dan and Phil made KRAVE challenge videos for Kellogg's the very next month without a formal ad disclaimer. Good thing those videos survived! (Kinda)

@nostalgicnaso

PHANNIE PERSONAL : FIGHT BACK AGAINST ICE!

by Adonis (@saultransman)

Since Donald Trump took office as the President in January 2025, cities around America have been swarmed with Immigration and Customs Enforcement (ICE) officers, looking to unlawfully kidnap and imprison individuals simply believed to be undocumented. ICE has kidnapped both adults and children from their homes, jobs, schools, and places of worship completely at the will of the department and overarching administration.

America has always been a surveillance police state, though the administration utilizing ICE agents as some kind of personal police has shown their hand more than usual. Neighbors, coworkers, and friends are encouraged, or even required, to report someone they know and/or love to ICE. Officers are allowed to use as much force as deemed necessary based on "danger level."

In the city I have been staying in for the summer, a pregnant woman was forced onto her stomach as ICE officers kidnapped her and her partner. In my home city, dozens have been kidnapped over only a few short days. In Los Angeles, ICE has rendered areas ghost towns by promoting fear. They relish in beating and shooting at protestors exercising their right to object to the militant rule they are under.

This has become a situation of when, not if. The point of this article is to educate and prepare readers in the (hopefully unlikely) case that you or a loved one cross paths with ICE officers.

I have also created a Linktree link that features a Google Doc and Google Sheet, each with information for immigration and refugee resources in ALL 50 STATES. Please consult the Linktree if you are in need of assistance or simply want to help, as each resource has also been marked based on whether or not individuals are able to donate and/or volunteer to help the efforts. Please go to this link for that information: linktr.ee/pir50

ICE RESOURCES AND OTHER INFORMATION

How to Spot ICE Vehicles:

- officers work early morning hours
- police lights in the rear windshield and on the top of car tax-exempt
- license plates (signified by text on the plate or the registration
- stickers)

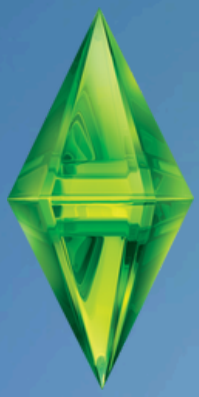
some officers use undercover cars!

How to Spot UNDERCOVER ICE Vehicles:

- paper license plates OR no license plate
- completely tinted windows
- car brands: ford, dodge, chevrolet, GMC

If ICE Comes to Your Door:

- DO NOT OPEN THE DOOR if an immigration agent is knocking. DO
- NOT ANSWER ANY QUESTIONS from an immigration agent if they try to talk to you. You have the right to remain silent.
- DO NOT SIGN ANYTHING without first speaking to a lawyer. You have the right to speak with a lawyer.



How to Suck at Playing The Sims and Get Away with It

By Mavi (@slitsfordan)

For those of us who grew up watching Dan and Phil, their Sims series is part of our childhoods. But if you grew up playing The Sims games, you also know for a fact that Dan and Phil are terrible at it. Taking into account they've been playing for 10 years and the series has 2 seasons with over 80 episodes, it's surprising how little they've learned. This topic is discussed regularly in the Dan and Phil community, as phannies who are also Sims lovers complain over how painful watching them play is. But here's the thing: I think the way they play is the reason they've learned nothing, and also the reason their gameplay is so successful.

When you see other youtubers play The Sims, they usually have many different stories, or just one that they don't play that often or for too long. But Dil is a fundamental part of Dan and Phil's brand now, and fans are fond of him, after watching him grow up and build a beautiful family over the years. Sure, he's just a game character, but he feels like so much more to fans who have been consistently watching the videos for years.

Even though Dan and Phil constantly have their Sims on the verge of death, and barely have enough money to pay Dil's virtual bills, fans continue watching because the way they play, focusing on the story, on feelings and on building a family tree feels refreshing to viewers. They make you think about what's important in the game, and wonder if skipping through each Sims day is really the best way to have fun. And that's what they bring to the table with their incredibly successful gameplay: a slightly different approach to a classic game. Their dedication to their story, which started ten years ago with one single character and now has five different characters to explore, is just what present day YouTube needs.

Thanks for spending your summer vacation with us here at Phangazine!
Phangazine would not be possible without the constant hard work of our incredible staff and all of the writers, artists, designers, and translators that volunteer and submit to keep our little zine alive!

Thank you to our writers, in order of appearance, Adonis (@saultransman), Sol (@K1CKTHEPJ), and Mav (@slitsfordan)!

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Thank you to our designers, in no particular order, Alex (@thearcheralexx), Mavi (@slitsfordan), Sol (@K1CKTHEPJ), and Adonis (@saultransman)!

Thank you to our translators, in no particular order, Mavi (@slitsfordan), Pochi (@tarothoughts on Tumblr), and Cordelia (@artrovertt)!

As in our first issue, we must continue to thank and acknowledge the person who came up with the idea for this zine, Abby (@cryptiddnp), as well as the other active Phandom zine out right now over on Tumblr, Phanzines!

The staff would finally like to highlight Phangazine's editor-in-chief Adonis (@saultransman) for all he does behind the scenes and Coby (@onfjre) for her essential emotional support!

If you would like to be a part of future issues to keep this project going, please check out our website or social media (@phangazine on Instagram, Twitter, and Tumblr) for updates on what we're looking for and how you
can get involved. We would love to keep growing this community!

Join us again in fall for more fun and Phangazine!